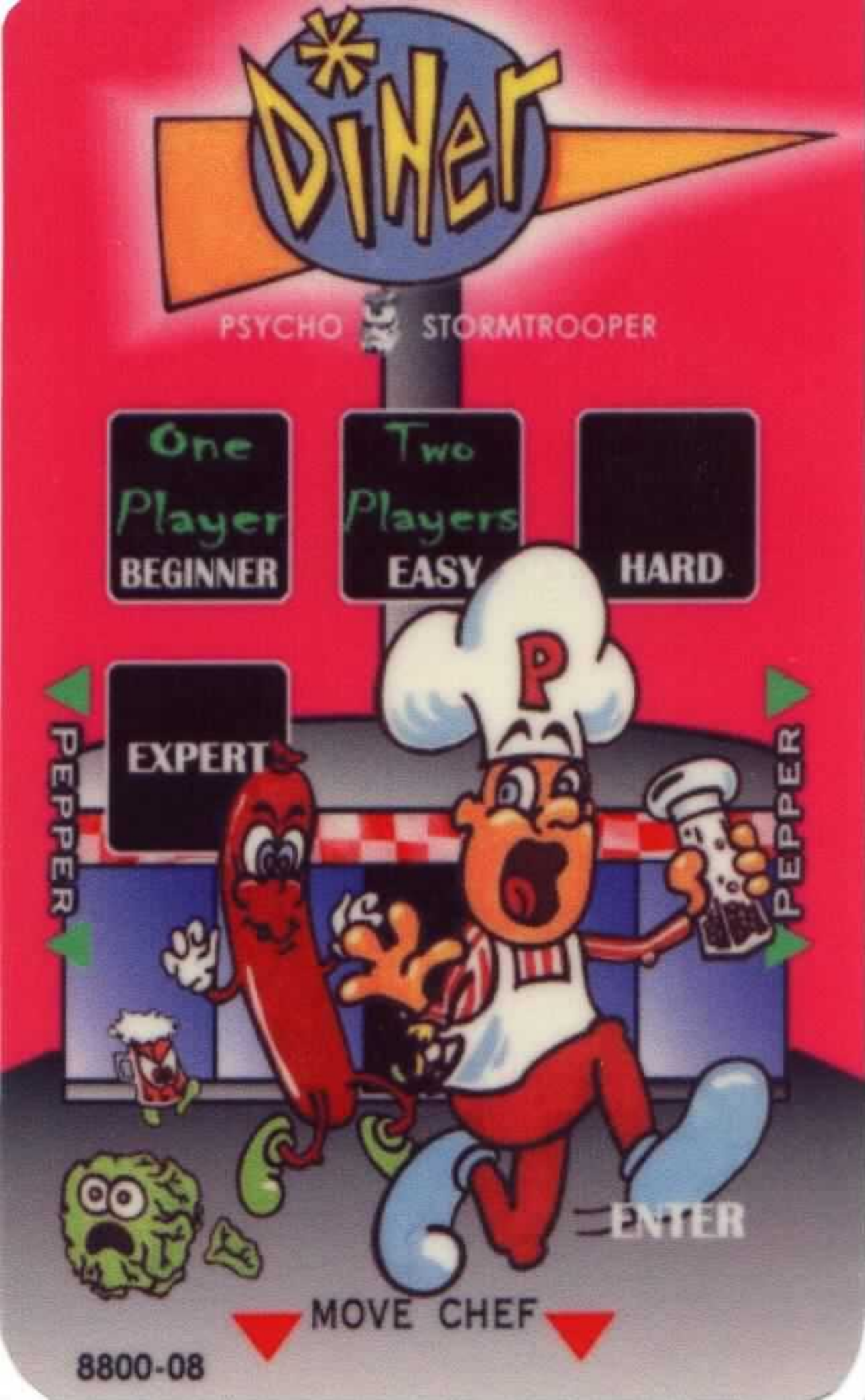
DINER
PSYCHO
STORMTROOPER
One Player BEGINNER
Two Players EASY
HARD
EXPERT
PEPPER
PEPPER
ENTER
MOVE CHEF
8800-08

No. 8800

INTELLIVISION™ Intelligent Television

For 1 or 2 Players

He's back! Peter Pepper, that brave chef who will face any ordeal to get the lunch done, has taken on the task of short order cook at Ray's Diner.

Unfortunately, there's some Rotten Food in the diner (probably spoiled when it was still Baby Food) — Hot Dogs, Cherries, Bananas, and their leader Mugsy, the Mug o' Root Beer!

The Rotten Food has thrown lunch all over the diner — Meatballs, Lettuce Heads, Rice, Mashed Potatoes, and Macaroni are everywhere! Peter Pepper has to get lunch back on the plate before the Rotten Food gets *him!*

To Begin

With the **POWER** switch **OFF**, insert the cartridge. Turn the **POWER** switch **ON**, press **RESET**, and press the **DISC**. Select 1 or 2 players and the difficulty level (1 through 4, 4 being hardest).

If you are playing a 2 player game, BOTH players must choose a difficulty level (Player 1 using the left hand controller, Player 2 using the right hand controller). The two difficulty levels do not have to be the same.

Game Play

You control Peter Pepper by pressing the hand controller **DISC**. Run around Ray's Diner, kicking Food Balls down the ramps to the plate at the bottom of the screen. Avoid the Rotten Food — Hot Dogs, Bananas, Cherries, and Mugsy. If they catch you, your turn is over! Save yourself by squashing them under rolling Food Balls, shaking pepper on them, or running away! And watch your step! In some parts of the diner, the floor is constantly moving, opening up holes that you might fall through (ending your turn) or that might whisk you — or Rotten Food — up and down. When you've kicked all the Food Balls onto the plate, you do the Peter Pepper victory wave and the game continues in a different part of the diner, harder than before! Complete four plates and go to the Blue Plate Special — an all-you-can-eat bonus round!

Your score appears at the top center of the screen.

"Not responsible for lost or stolen items!"

Food Balls

Food Balls (red Meatballs, green Lettuce Heads, white Rice, tan Mashed Potatoes, and yellow Macaroni) are scattered throughout the diner. Walk into one to kick it — *BAM!* — 50 points. The Food Ball will roll across the floor, down ramps, and over ledges. If it's close enough to the bottom of the screen, it will roll right onto the plate.

You have to wait till the Food Ball stops rolling before you can kick another.

If a piece of Rotten Food gets in the way of a rolling Food Ball — *SQUISH!* — good-bye Rotten Food, hello 500 points! Sqaush more than one piece of Rotten Food with the same roll and the points multiply — 1,000 points (abbreviated 1K), 2,000 points (2K), up to 8,000 points (8K)!

There are always five pieces of Rotten Food in the diner. After you squash one, it will get up after a moment and start chasing you again!

Peppering

Sometimes you just can't avoid Rotten Food — that's why you're carrying pepper! One shake of pepper momentarily stops Rotten Food in its tracks, giving you a chance to get away! It's safe to touch Rotten Food when it's stopped, but be careful! It will start moving again at any second!

To shake pepper, press any **SIDE BUTTON** on the hand controller. Peppering takes a little practice — the pepper sprays ONLY in the direction you are facing. If Rotten Food is chasing you, you will have to TURN AROUND to pepper it.

A well-timed shake of pepper can stop more than one piece of Rotten Food.

Use your pepper carefully! You start the game with only five shakes worth, although you can get more by picking up Side Orders. The number of peppers you have left is shown by the number in the upper right corner.

Side Orders

As the plate fills at the bottom, Side Orders will appear in the diner — Cups of Coffee, Hot Fudge Sundaes, Double Thick Malts, Cans of Pop, and Hamburger Buns. Pick up a side order for 250 points and an extra shake of pepper! And the more Side Orders you pick up, the more Food Balls will appear in the Blue Plate Special bonus round!

"No substitutions, please!"

Taking Turns

You start the game with five turns. Your turn ends when you fall through the floor or are caught by Rotten Food. The number of turns you have left is displayed in the upper left corner of the screen.

You earn an extra turn each time you score 20,000 points.

With two players, you alternate turns. Player 1 uses the left hand controller, Player 2 uses the right.

Since players can earn extra turns, one player may run out of turns before the other one ("Player 1 GAME OVER!"). The other player keeps playing for however many turns are left.

You can pause the game by pressing the 1 and 9 on either hand controller at the same time. The screen will go black. Press any key or the **DISC** to resume play.

The game ends when both players run out of turns. Press any key or the **DISC** to start a new game.

Higher Levels

Each time you complete a plate, you move to a different part of the diner and the game play becomes harder. The level you are on is shown by the number in the lower right corner.

The Blue Plate Special

Every time you fill four plates (finish four game screens) you play the Blue Plate Special bonus round! Food Balls start raining across the screen — all for you! Each one you eat (just run into it) is worth 1000 points! The number of Food Balls that appear is determined by how well you did picking up Side Orders on the previous four screens.

Warning: *Don't eat the flashing Food Balls!* If a flashing Food Ball hits you, not only is the Blue Plate Special over, you *lose a turn!* If you don't have any more turns left, *the game is over!*

"May we suggest a 15% tip for your waitress?"

BILL OF FARE

Chef's Specials

"Made Fresh Daily!"

Number of Turns at Beginning of Game 5
Number of Peppers at Beginning of Game 5
Extra Turn ..... every 20,000pts.

Extra Pepper Comes With Every Side Order

Food Balls

"Our Exclusive Recipe!"

Red Meatballs, per kick ..... 50pts.
Tan Mashed Potatoes, per kick ..... 50pts.
White Rice Balls, per kick ..... 50pts.
Green Lettuce Heads, per kick ..... 50pts.
Yellow Macaroni, per kick ..... 50pts.

Rotten Food

"At Least We Admit It"

Hot Dogs, Bananas, Cherries, Mugsy (the Mug o' Root Beer)

Any one Rotten Food, squashed ..... 500pts.
Any two Rotten Foods, squashed together ..... 1000pts.
Any three Rotten Foods, squashed together ..... 2000pts.
Any four Rotten Foods, squashed together ..... 4000pts.
Any five Rotten Foods, squashed together ..... 8000pts.

Side Orders

"To Make Your Meal Complete"

Cup of Coffee ..... 250pts. + 1 EXTRA PEPPER
Hot Fudge Sundae ..... 250pts. + 1 EXTRA PEPPER
Double Thick Malt ..... 250pts. + 1 EXTRA PEPPER
Can of Soda Pop ..... 250pts. + 1 EXTRA PEPPER
Hamburger Bun ..... 250pts. + 1 EXTRA PEPPER

The Blue Plate Special

"All you can eat!"

(Available After Every Four Plates Completed)

Each (Non-Flashing) Food Ball Eaten ..... 1000pts.
Flashing Food Ball ..... IMMEDIATE END OF SPECIAL & LOSS OF 1 TURN

INTELLIVISION™

Intelligent Television

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